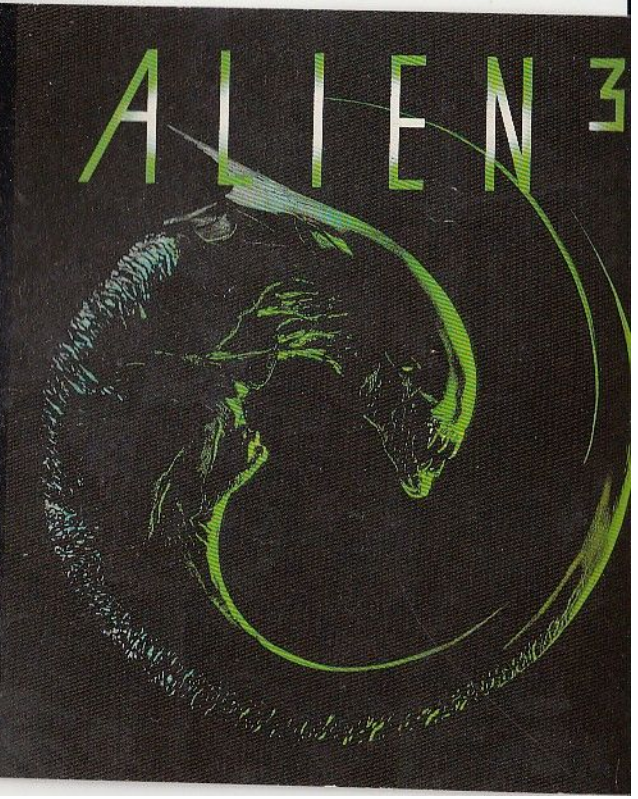
A-PDF Image To PDF Demo. Purchase from www.A-PDF.com to remove the watermark

Distributed By:
METRO VIDEO GAMES, P.O. BOX 255 NORTH MELBOURNE VIC 3051 AUSTRALIA.
Printed in Japan.

NES-X3-AUS

Licensed by Nintendo®
for use with the

GAME PAK INSTRUCTIONS



This seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM™

Nintendo and Nintendo Entertainment System are trademarks of Nintendo.

PRECAUTIONS:

1. Do not store this game in places that are very hot or very cold. Never hit it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with paraffin, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV.
Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, neither Nintendo nor LJN, Ltd. will be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

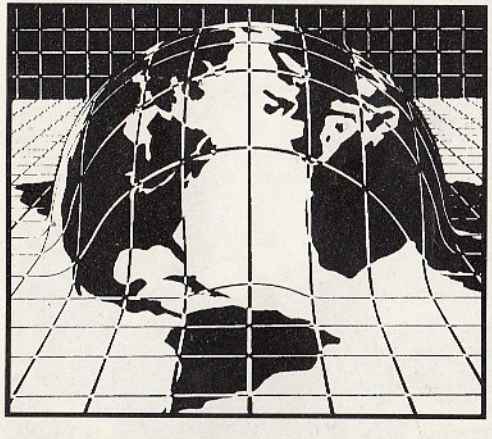
THE FUTURE IS NOW

As they are propelled through the infinite depths of space, Ripley, Newt and Hicks hypersleep within their cryotubes, unaware that, by the insensitive hand of fate, their long journey is about to be prematurely interrupted. Also unknown to the hyper-sleeping Ripley, is the fact that an alien has managed to infest itself within her. It's 'brain' responding to an unusual malfunction, the ship SULACO ejects the EEV containing the cryotubes.

As the SULACO plummets helplessly through space, the EEV is hurled out of its hold and crashes on an isolated section of the mining planet and "penal colony", FIORINA 161. This is a place so dark, so dreary, so deep in space that it has all but been forgotten by civilization. For its inhabitants, salvation seems hopeless.

Upon impact, the EEV is seriously damaged and the cryotubes holding Newt and Hicks are shattered, leaving them dead. Bishop, the android, is shattered and reduced to negative capability, while Ripley is left unconscious, but alive.

The planet FIORINA 161 is inhabited by hard-core individuals who are convicts serving time in this maximum security facility. These outcasts were left on the planet as a maintenance crew. They are joined in this "other-worldly existence" by a medical officer and two supervisors. The men are thieves, rapists, murderers...the worst of the worst.



Clemens, the medical officer, is able to rescue Ripley and "bring her back to life." Suspecting that the aliens have followed her to FIORINA 161, Ripley attempts to prove her worst fears are true. She knows that "The Company," the private corporation that financed her many space explorations, considers the aliens to be an important species and has ordered them not to be harmed. The "Company" has millions of dollars invested in the

"Alien Retrieval Project" which would bring this strain of hideous killing machines back to earth to be used for world domination.

Ripley is aware of their devious plan and knows that they must be stopped.

Ripley's worst fears have now become true. She has indeed brought the aliens to FIORINA 161 and they are now growing in number and will eventually find a way to leave this barren planet and make their way to a more populated...more civilized world. Earth.

Ripley now takes on her most important assignment. She must rescue the aliens' captives, and find and destroy the aliens themselves.

That thumping...is your heartbeat... as you get set to confront the Alien terror.

LOADING INSTRUCTIONS

1. Set up your Nintendo Entertainment System™ as described in the Nintendo Entertainment System™ manual.
2. Make sure you have the power switch OFF.
3. Insert the Alien 3™ Game Pak as described in your Nintendo Entertainment System™ instruction manual.
4. Turn the power switch ON.

IMPORTANT: You should always make sure that the System is OFF, before you insert or remove the Alien 3™ Game Pak.

GETTING OFF TO A QUICK START

YOU HAVE OPTIONS

At the Alien 3™ title screen, choose options by pressing START on the Nintendo Entertainment System® controller to bring up the Options selections.

- START - Press any button to begin a new game.

- Music ON/OFF - Press any button to toggle the sound effect 'on' or 'off '.

- Sound Effects ON/OFF - Press any button to toggle the sound effects 'on' or 'off '.

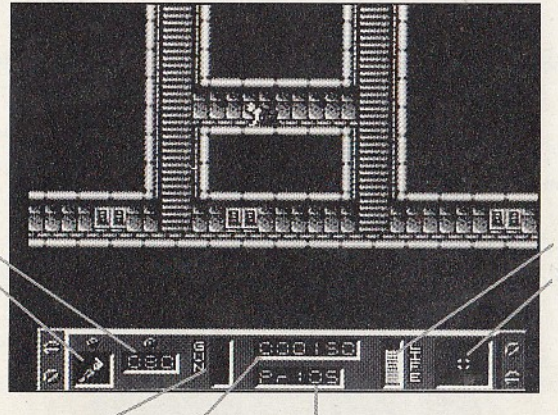
- CONFIGURE (Difficulty levels and Sound samples)

- Game Mode - Choose to play an EASY, NORMAL or HARD game.

- Play Tune - Sample the Alien 3™ game music.

- Play Sound - Sample the Alien 3™ game sound effects.

THE TASK AT HAND



YOU CAN NEVER HAVE ENOUGH FIRE POWER

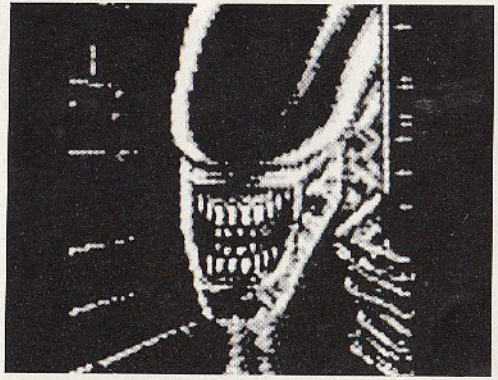
Your arsenal of weapons is recorded in the status area at the bottom of the screen. Use SELECT to view and choose your weapons in the window to the far left. The 'Ammo' meter is next to your weapon selection. As you use the ammunition to kill the aliens, it will automatically count down. The 'Gun' meter registers the rate at which your weapon is heating up. Keep track of this or your weapon will seize.

The 'Score' meter is located to the right of the 'Gun' meter. The time and the amount of prisoners left to rescue are registered on the meter just under the 'Score' meter.

Next, and to the right, you will find Ripley's life meter. Its energy can be replenished by finding first-aid 'pick ups' If you're cautious, these will not be a necessity.

The radar screen can be found to the far right in the status area. It will be activated when and if you find batteries to power it. (See Reconnaisance.)

Note: Conserve your fire power; make every shot count. To increase and replace your ammunition, make 'pick ups' as you negotiate the complex tunnels, shafts and caverns of this penal colony.



CHANGE WEAPONS-CHANGE STRATEGY

The Grenade Launcher and the Hand Grenades are so powerful that you will find their result to be more "immediate" than that of the Pulse Rifle or Flame Thrower. Don't be afraid to "let loose" with your weapons on the aliens. It's either them or you...and it might as well be them. Don't give them a second chance.

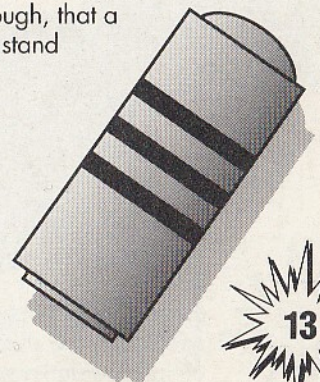
THE ARSENAL

THE PULSE RIFLE is a primitive, yet effective, rapid fire weapon. It takes multiple shots to eliminate an alien, but who's counting. Once they're destroyed they stay destroyed. The pulse rifle has a high capacity and is also good for firing while on the run. It is not terribly powerful, but it is efficient.

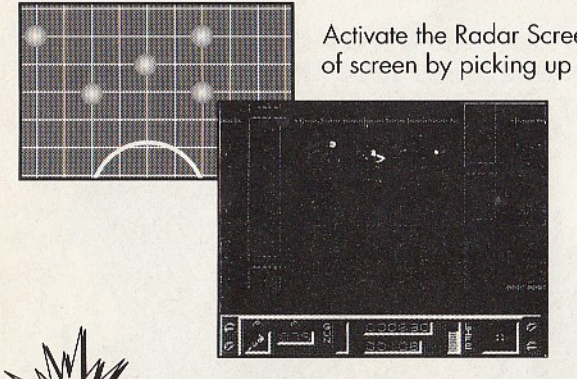
THE FLAME THROWER is a really nasty weapon. It fries your enemy to a crisp. It is a good weapon to use when you are forced to fight in tight quarters. Just spin around and burn everything in sight. This weapon is especially effective against certain aliens, but it up to you to find out which ones.

THE GRENADE LAUNCHER is the most powerful weapon in your arsenal. It combines good range with a high level of damage. You have to become comfortable with the handling and timing of this weapon!

THE HAND GRENADE weapon offers a variety of benefits. It can be dropped down holes and tossed around corners. Throw it into a darkened area before risking entry. Don't forget though, that a grenade has a timer. Make sure you release it and stand clear before it's too late.



RECONNAISSANCE

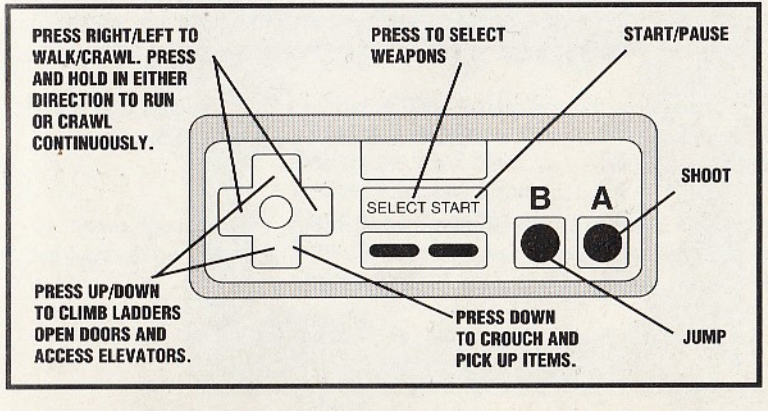


Activate the Radar Screen in the lower right-hand corner of screen by picking up batteries.

The prisoners have been separated and isolated. You can locate them on the Radar Screen, but locating them is not the same as actually reaching them. This high security facility has been designed in such a way that it includes the most confusing and frustrating "maze like" series of passage ways, ladders and tunnels that you will ever see. You might find that the easiest way to reach a prisoner is not necessarily the shortest way. Consider all of your options before you run off into the darkness.

YOU MUST ASSUME CONTROL

For best game play, learn the different button functions before you start.



TIMING IS ESSENTIAL

Each "Stage" must be completed within a certain time period. Time varies from Stage to Stage. As you enter a Stage, check the clock...you can continue to check your time as you race from prisoner to prisoner. At every Stage, as time runs out, there is a thirty second warning sound. The buzzer reminds you to move as quickly as you can at this time.

Search the entire subterranean, mineral ore refinery for hidden aliens, pick-ups and bonus ammunition. You never know what you'll stumble across as you explore the maximum security work-correctional facility.

As you go from Stage to Stage, explore every air shaft, crawl through every tunnel, check inside every cavern. You know the drill...seek and destroy, but keep alert. Always. There is no "time to relax".

SCORING

Increase your score as you make your way through the prison's dark and dreary interior.

POINT VALUES:

Liberate a prisoner	150
Destroy an adult alien	50
Destroy guardian alien	50
Eliminate a face-hugger	30
Blow up a pod	30
Collect icon	10

WHAT ARE THESE THINGS?

Adult aliens are very large, very fast and very powerful. They are killers! They want to destroy everyone. Some will attack head-on and others will spit their lethal acid blood at you. No matter which type you are facing, use extreme caution.

The face-huggers are a completely different story. They are parasites who want to invade your body and use you as a "host" for bringing more aliens into the world. When they attach themselves to your face, they suck all the Life and Energy out of you.

ESCAPING THE GRASP OF THE FACE-HUGGERS

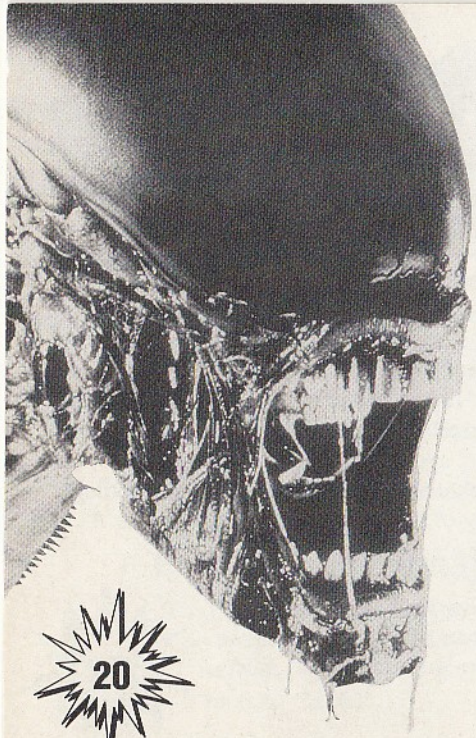
To shake them loose, toggle rapidly between the LEFT and RIGHT ARROWS on the Nintendo Entertainment System® controller. Be fast, because as long as the "hugger" hangs on, you are immobilized and the clock is running down.

THE TIME HAS COME

There is no more time for thought. It is now time for action. It might appear to be hopeless, but you still must search everywhere...crawl through every blackened tunnel, jump through every opening in the walls. You must destroy every hidden alien pod before the beasts have a chance to hatch. Leave one of these unharmed and you just might be allowing the alien population to start all over again.

Take chances if you have to. Dive into the blackness. Secret rooms might be holding rewards or hiding dangers, but there is no way of finding out unless you "go for it".

Remember it is only you who stands in the way of the aliens' total domination of the planet...and possibly the universe. You who must put your life on the line. To bring to an end, once and for all, a creature who has been haunting you for far too long. The aliens must be stopped here. Stopped now!



You must search everywhere. Jump through the wall, crawl through the black tunnel to reach every secret room. Destroy every hidden alien pod. The survival of even one alien could mean that Earth is in danger.

Dive into the blackness. Pick up ammunition in secret rooms. You have to work blind, but it's worth the bonus.

Without you, the aliens will take over. Remember, they bleed acid – they hunger for humans – they destroy their host.

WARRANTY

In the event of a defect in materials or workmanship being detected in this product, Playcorp Pty. Ltd. ("Playcorp") warrants to the original purchaser to repair or replace the product (at the discretion of Playcorp) at no cost to the purchaser, provided it is returned to one of our offices or agents.

This warranty does not apply where the product has been damaged after sale to the original purchaser by incorrect or unreasonable use, negligence, modification or by damage not related to defects in materials or workmanship.

This product is sold subject to all warranties implied pursuant to the provisions of the Trade practices Act 1974 (Commonwealth).

ALIEN 3 TM & © 1992 Twentieth Century Fox Film Corporation. All rights reserved. Nintendo®, Nintendo Entertainment System™ and the official seals are the trademarks of Nintendo. LJN® is a registered trademark of LJN, Ltd. © 1992 LJN, Ltd. All rights reserved.

Y A 30318